

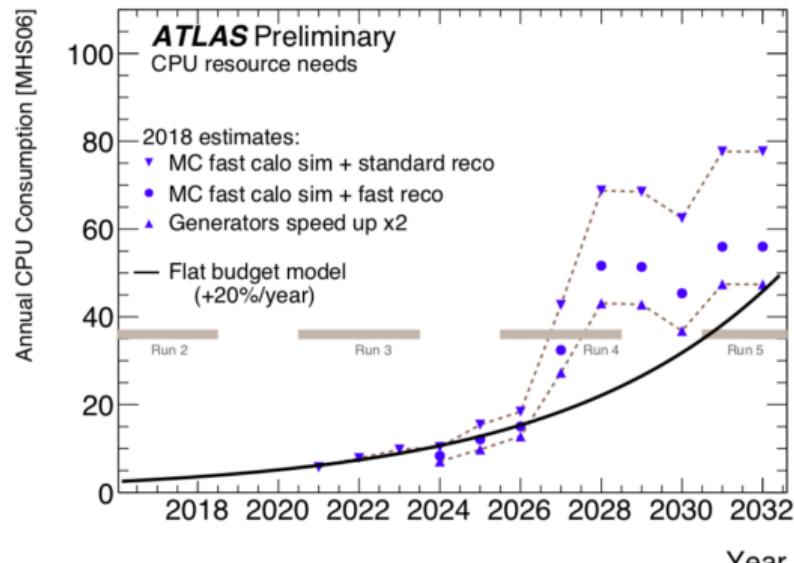


# LHC Event Generation with GPUs

Joshua Isaacson  
New Perspectives 2020  
20 July 2020

# Motivation

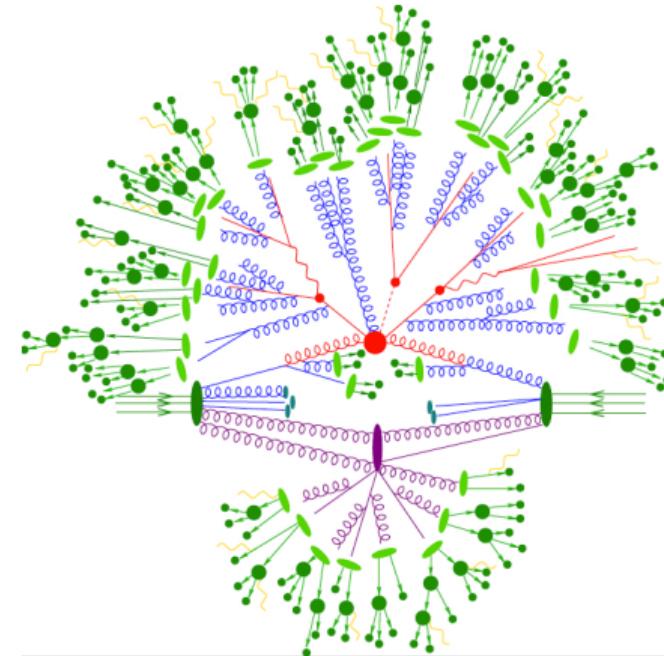
- LHC requires large number of Monte Carlo events
- Due to CPU costs, MC statistics will become significant uncertainty



[ATLAS]

# Event Schematics

Factorization of an event:

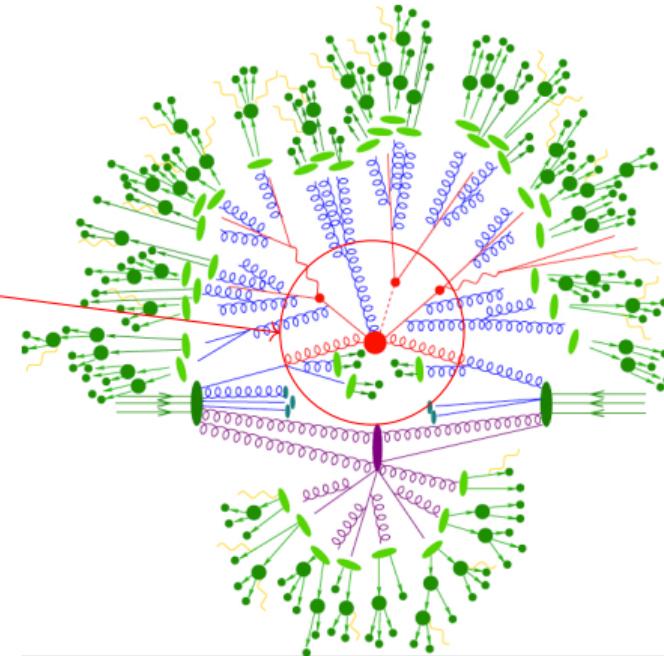


[Image from the Sherpa Authors]

# Event Schematics

Factorization of an event:

- Hard Process

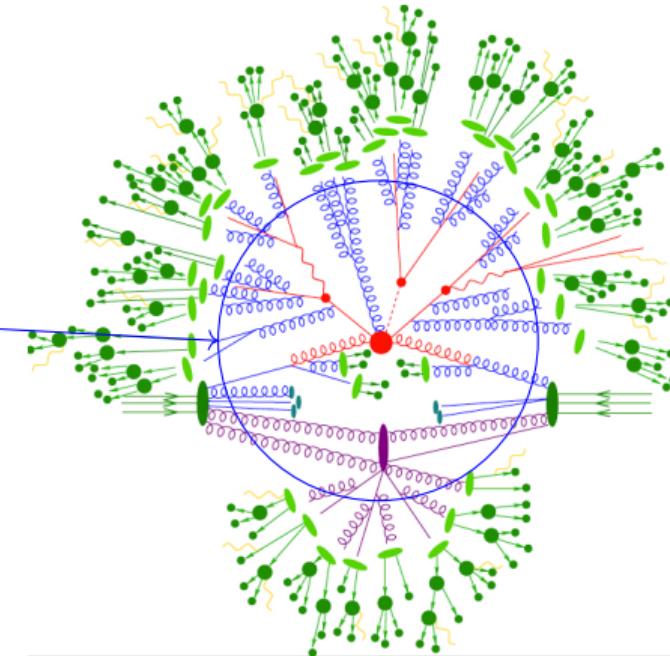


[Image from the Sherpa Authors]

# Event Schematics

Factorization of an event:

- Hard Process
- Parton Shower

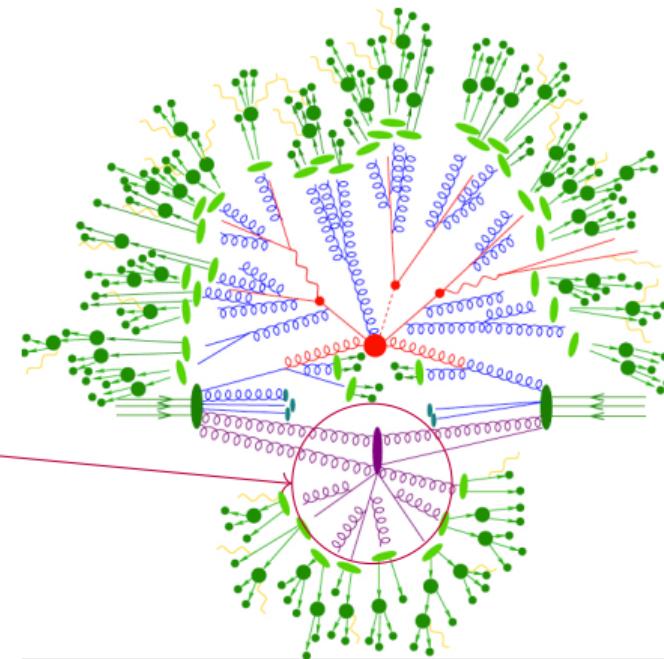


[Image from the Sherpa Authors]

# Event Schematics

Factorization of an event:

- Hard Process
- Parton Shower
- Multiple Parton Interactions

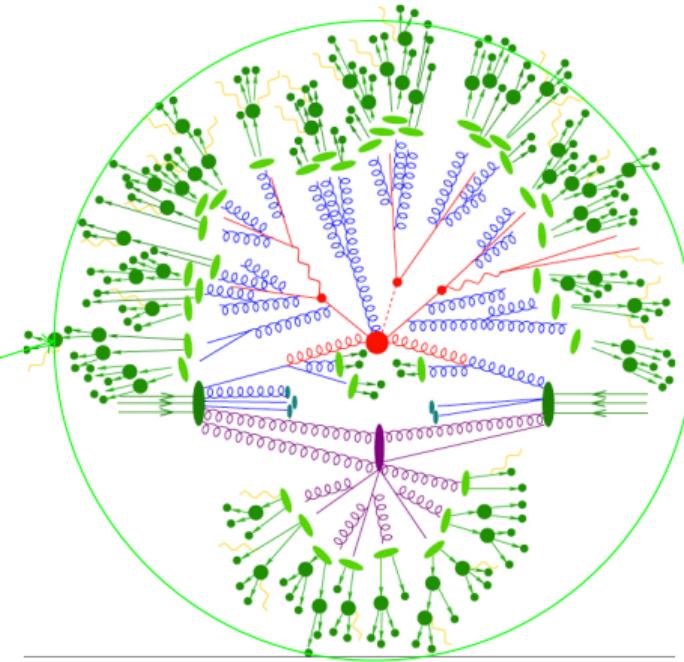


[Image from the Sherpa Authors]

# Event Schematics

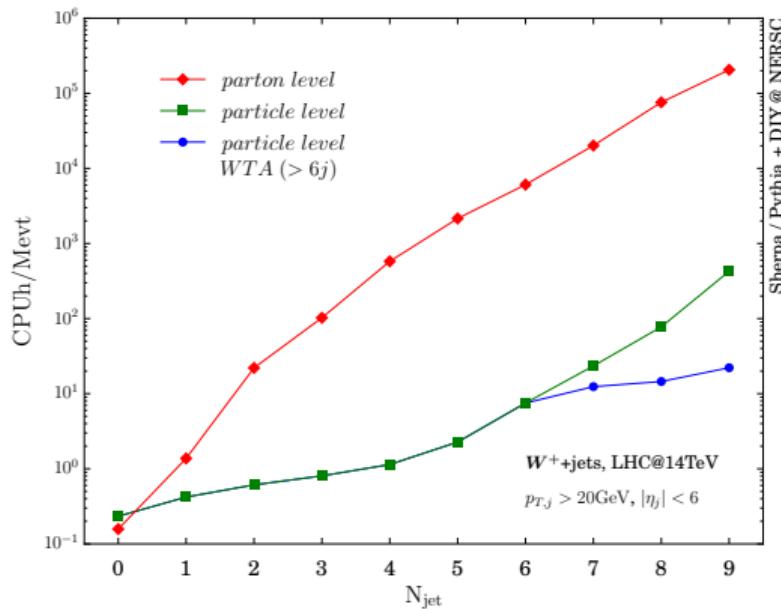
Factorization of an event:

- Hard Process
- Parton Shower
- Multiple Parton Interactions
- Hadronization

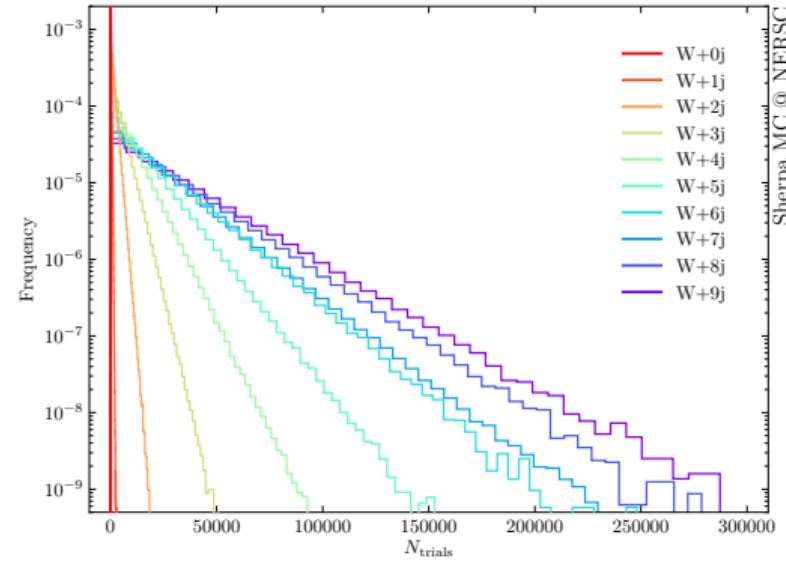


[Image from the Sherpa Authors]

# Motivation



[S. Höche, S. Prestel, H. Schulz, 1905.05120]



- Time to generate an event dominated by hard process not shower
- Large computational cost for unweighting at high multiplicity

# Recursive Matrix Element Generation

## Brends-Giele Recursion

- Reuse parts of calculation
- Most efficient for high multiplicity
- Reduces computation from  $\mathcal{O}(n!)$  to  $\mathcal{O}(e^n)$

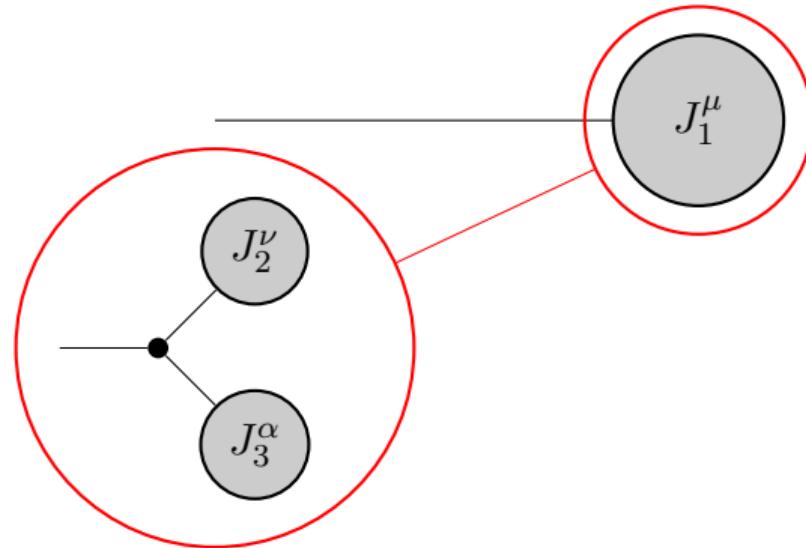


[Nucl. Phys. B306(1988), 759]

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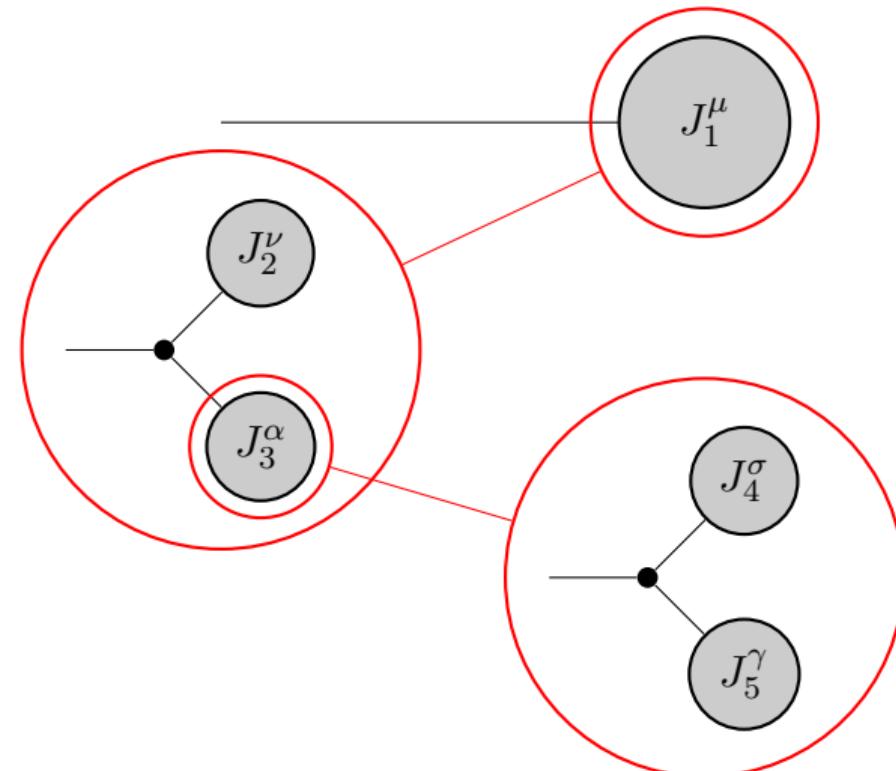
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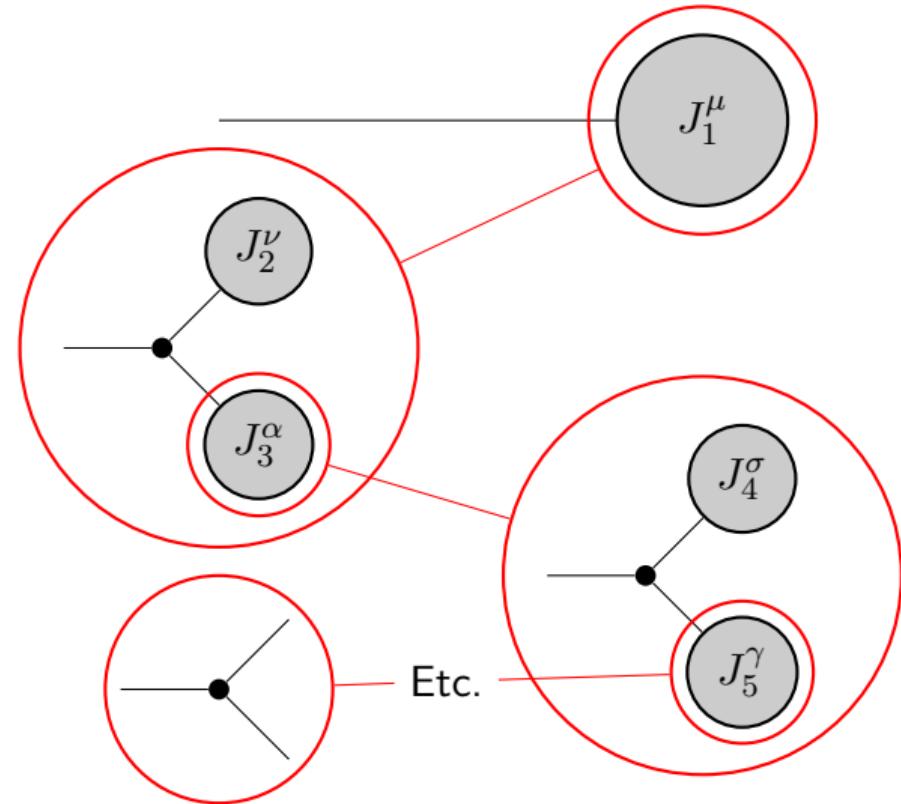


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[Nucl. Phys. B306(1988), 759]



# Why a GPU Implementation?

Next-Gen Supercomputer Aurora:



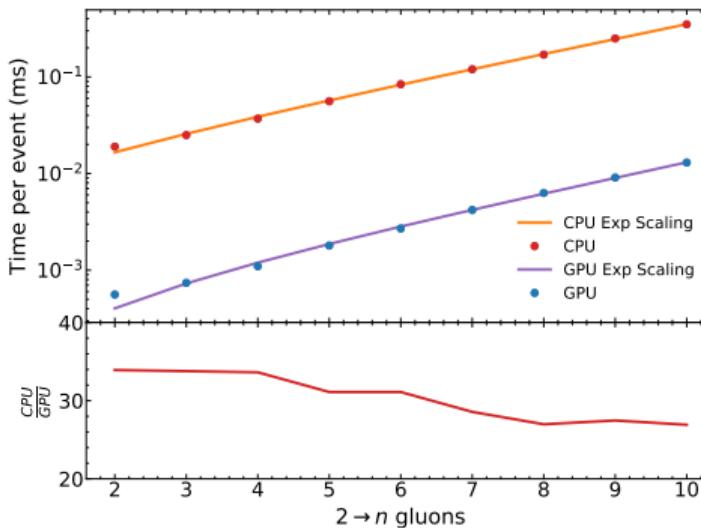
[<https://alcf.anl.gov/aurora>]

- Event generation is trivially parallelizable
- Aurora Compute Nodes:
  - 2 Intel Xeon processors
  - 6 Xeon arch-based GPUs
  - Unified Memory
- Take advantage of modern supercomputer setups

# Preliminary Results

Results using:

- CPU: 2.66 GHz Xeon



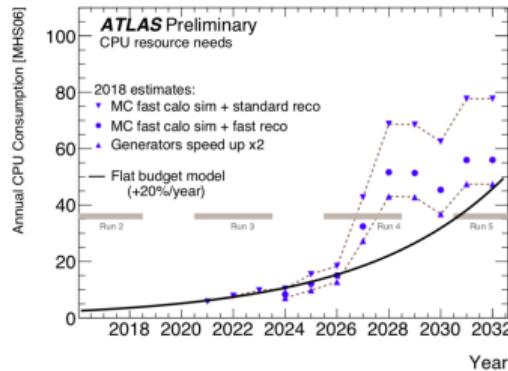
- GPU: GTX 1050

$2 \rightarrow n$ gluons	CPU (ms/pt)	GPU (ms/pt)	Speed-Up
2	$1.9 \times 10^{-2}$	$5.6 \times 10^{-4}$	33.5
3	$2.5 \times 10^{-2}$	$7.4 \times 10^{-4}$	33.2
4	$3.7 \times 10^{-2}$	$1.1 \times 10^{-3}$	34.0
5	$5.6 \times 10^{-2}$	$1.8 \times 10^{-3}$	30.9
6	$8.4 \times 10^{-2}$	$2.7 \times 10^{-3}$	30.9
7	$1.2 \times 10^{-1}$	$4.2 \times 10^{-3}$	28.6
8	$1.7 \times 10^{-1}$	$6.3 \times 10^{-3}$	27.7
9	$2.5 \times 10^{-1}$	$9.1 \times 10^{-3}$	28.0
10	$3.5 \times 10^{-1}$	$1.3 \times 10^{-2}$	27.2

Approximately a factor of 30 speedup

# Conclusions

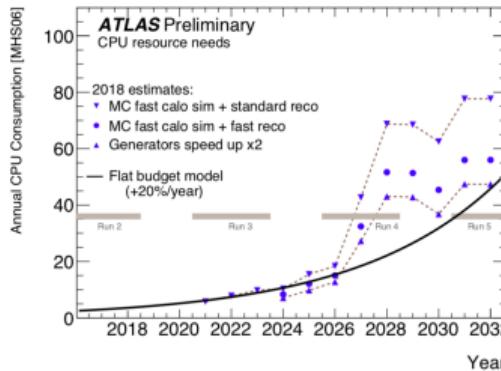
## Cost of Event Generation:



- Matrix elements most expensive

# Conclusions

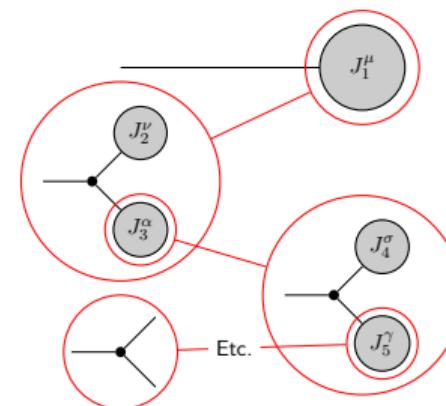
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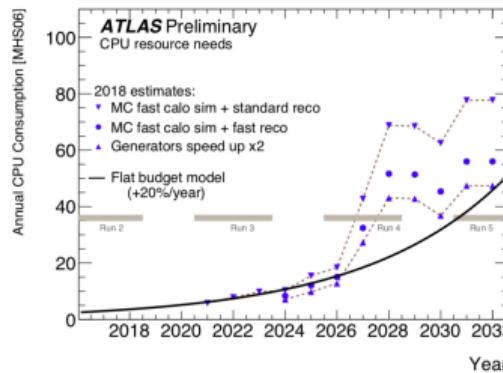
## Brends-Giele:

- Optimal generation
- Event generation trivially parallelizable



# Conclusions

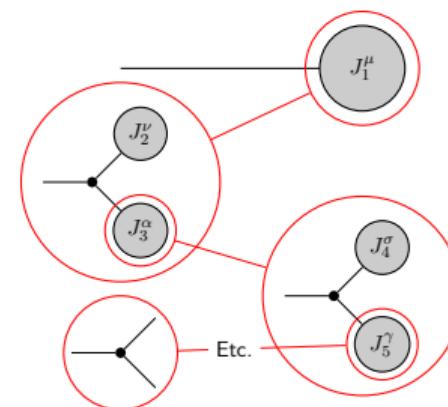
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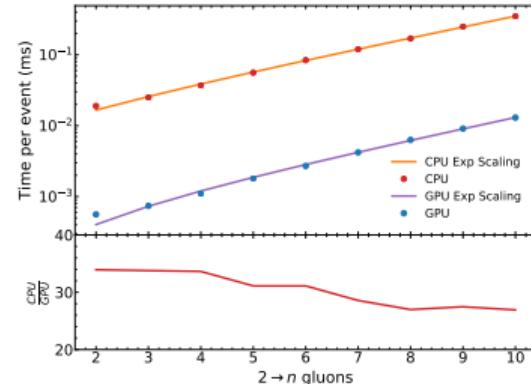
- Matrix elements most expensive

## Brems-Giele:

- Optimal generation
- Event generation trivially parallelizable



## Preliminary Results:



- Speedup by factor of 30
- Future: Use dedicated high performance GPU